

## What do we mean by XR?

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XR (extended reality) is an umbrella term that covers the various forms of computer-altered reality.

It is a wide spectrum of hardware and software, including sensory interfaces, applications, and infrastructures, that enable content creation for virtual reality (VR), mixed reality (MR), augmented reality (AR) and cinematic reality (CR).

With these tools, users can generate new forms of reality by bringing digital objects into the physical world and bringing physical world objects into the digital world.

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**VR** encompasses all virtually immersive experiences. These could be created using purely real-world content (360 video), purely synthetic content (computer generated), or a hybrid of both. This medium requires the use of a Head-Mounted Device (HMD).

**AR** is an overlay of computer generated content on the real world. For example, Google Translate has an AR feature that uses your camera to translate signs, menus, and similar items in real-time from one language to another.

**MR** removes the boundaries between real and virtual interaction - like a virtual robot scurrying under your coffee table or planning a new piece of furniture in an existing room of your house.